

Title: Vol. 3 Bone

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### Bone

Now things start to get a bit more difficult, for the last three reagents lie with much more powerful creatures. The next reagent of study is found in the City of Dead, just North of Delucia. Here we must encounter the living dead....the creature that we seek is the very dangerous Bone Magi. Bone Magi are the restless remains of mages who have become slaves of Entropy. While not as dangerous on their own, Bone Magi are often amongst many a skeleton, zombie, other Bone Magi, and the occasional Liche. The source of the Magi's power seems to come from their very animated body's. It would appear that the power of Oblivion is imbued into the skeletal corpse of the long dead mages and thus that power may be used as a magic reagent. The Bone Magi's corpse, or Bone, may be used for spells of summoning and animation. Such as Quake, Death Speak, Summon Dead, and Golem. This reagent is more

commonly replaced  
with Spiders Silk  
and Blood Moss, and  
while it's alchemistic  
properties are still  
unknown.